RENEGADE

BATTLE FOR JACOB'S STAR™

READ ME FIRST!

Hi! We know you're anxious to begin RENEGADE: BATTLE FOR JACOB'S STAR, **but before you do, please be sure that your system meets the following minimum system requirements:**

- 486/33 MHz IBM DX PC (486/66 MHz IBM DX2 PC recommended)
- 4 Megabytes of RAM
- MS-DOS 5.0 or 6.0–6.22
- An **Uncompressed** hard drive with **15 MB free**
- An SVGA video adapter with a Color SVGA Monitor (VESA compliant)
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.01 or Logitech mouse driver version 6.24+
  Note: Microsoft mouse driver 8.20 may cause problems with this game. If you have this mouse driver version, please contact your mouse or computer manufacturer for an updated mouse driver.
- Minimum CD-ROM drive requirements: 350 ms access time, 150 KB transfer rate, Continuous Read, Single Speed required (Double Speed recommended)
- A Standard Analog Joystick (Gravis Phoenix or Thrustmaster recommended)

The minimum amount of free base RAM required is:

537,920 BYTES OF FREE BASE RAM
3,342,336 BYTES OF FREE XMS

Features disabled in the minimum configuration: *Texture mapping of ships, some sound and explosion effects, and bit-mapped galaxies and planets.*

The minimum amount of RAM required for additional features is:

537,920 BYTES OF FREE BASE RAM
4,874,240 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 540K equals 552,960 bytes.

Note: hard drive size and total system memory available have no bearing on *free RAM.* **Follow the directions on the next panel to determine if your system has enough available memory to run the game.**

To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

BOX CONTENTS

Your game box should contain one CD-ROM disk (CD), one RENEGADE: BATTLE FOR JACOB'S STAR rule book, and this data card.

INSTALLING THE GAME

The game cannot be played from the CD; some files must be installed to your hard drive before you can begin play.

1. To install the game, place the CD in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 or 6.0–6.22.
2. Insert the CD into the CD-ROM drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the *default* directory type **CD \RENEGADE** and press Enter.
5. Type **RENEGADE** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the rule book. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section. *Some changes were made too late to include in this data card. Please read the README.TXT file in your game directory for more information.*

SAVING GAMES

Renegade: Battle For Jacob's Star requires space on your hard drive for saved games and temporary files. For each pilot you need approximately 3 megabytes free on your hard drive.

TROUBLESHOOTING

This section provides you with several easy steps to solve common problems.

MEMORY

This game requires **537,920** bytes of **free** base memory to run. Read the previous page of this data card to find out how to check your **free** RAM. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

To Have the Program Create a Boot Disk

1. Place a blank disk in your A: drive. (Note: it must be your A: drive to operate properly.)
2. Place your Renegade: Battle For Jacob's Star CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful."
6. Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the Renegade game directory. Type **RENEGADE** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular

To Start the Game with This Boot Disk (continued)

system setup (a nonstandard mouse driver or operating system other than MS-DOS or DR-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears, type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (choose "Save", not "Save As"), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears, type in the lines just as they appear in the sample AUTOEXEC.BAT below. Save this file (choose "Save", not "Save As"), and exit.

Sample files:

```
CONFIG.SYS                          AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS             PATH=C:\;C:\DOS;C:\MOUSE
DOS=HIGH,UMB                        PROMPT $P$G
FILES=25                           LOADHIGH MOUSE
BUFFERS=25
```

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:
  DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

To Start the Game with This Boot Disk:

1. Place your boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\RENEGADE** and press Enter.
5. Type **RENEGADE** and press Enter to start the game.

SOUND CARDS

The following sound cards are supported:

Soundscape; Gamewave32/Soundwave32; Roland SCC-1/MPU 401; Ultrasound; Waveblaster; SoundBlaster Pro 16 ASP; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Adlib Gold; Media Vision PAS.

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SOUND CARDS (continued)

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the

IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

VIDEO CARDS/VESA DRIVERS

ATI; Cardex; Cirrus (Cirrus Logic); Diamond SpeedStar Pro, Diamond Viper (many cards, may require individual drivers); Hercules Dynamite; Hercules Stingray; Genoa; IBM; Orchid Kelvin, Orchid ProDesigner II; Spider BlackWidow; Trident; Tseng ET 4000; Tseng Video7; Tseng Western Digital.

If you are experiencing any problem with your video/VESA driver, type **UNIVBE** from the game director. UNIVBE is a universal VESA driver that should work on most video cards. Should the UNIVBE driver fail to work, a VESA driver specific to your video card must be obtained from the card's manufacturer.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

BEFORE YOU CALL TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

BEFORE YOU CALL TECHNICAL SUPPORT (continued)

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.**

If at all possible, be near your computer when you call. The technical support specialist will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have the following information:

- A listing of all of your machine's hardware and its settings
- The contents of your AUTOEXEC.BAT and CONFIG.SYS files
- All the information listed after the MEM command (read the "To Check Your Free RAM" section for pertinent information)
- The current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 a.m. to 5 p.m., Pacific time, Monday through Friday, holidays excluded. ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

ADDITIONAL INFORMATION

Additional **important** information on last minute changes to the game that did not get into the rule book is contained within the README.TXT file. Please review this information before you play RENEGADE: BATTLE FOR JACOB'S STAR. Information **concerning rule book changes, input device information, and additional features** are all contained in this file.

RULE BOOK ERRATA

Several of the game screens in RENEGADE: BATTLE FOR JACOB'S STAR have changed. Specific information on these changes is contained within the README.TXT file.